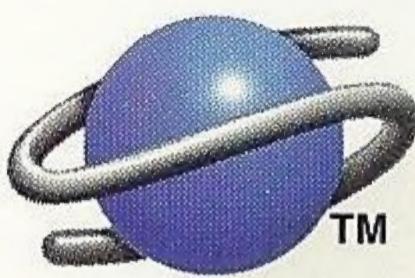


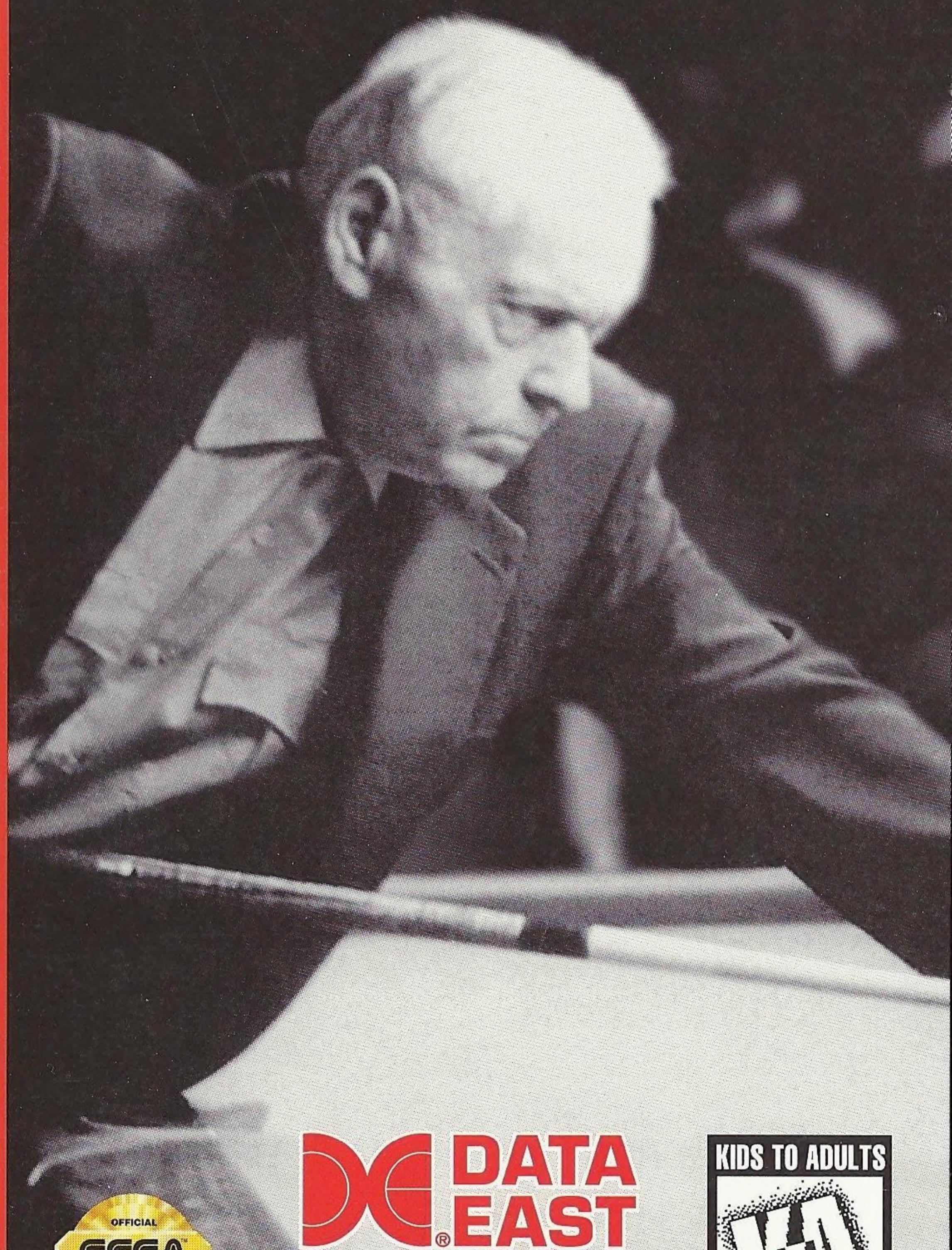
SEGA™



SATURN
SEGA

MINNESOTA FATS®

Pool Legend™



DATA EAST



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do no bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

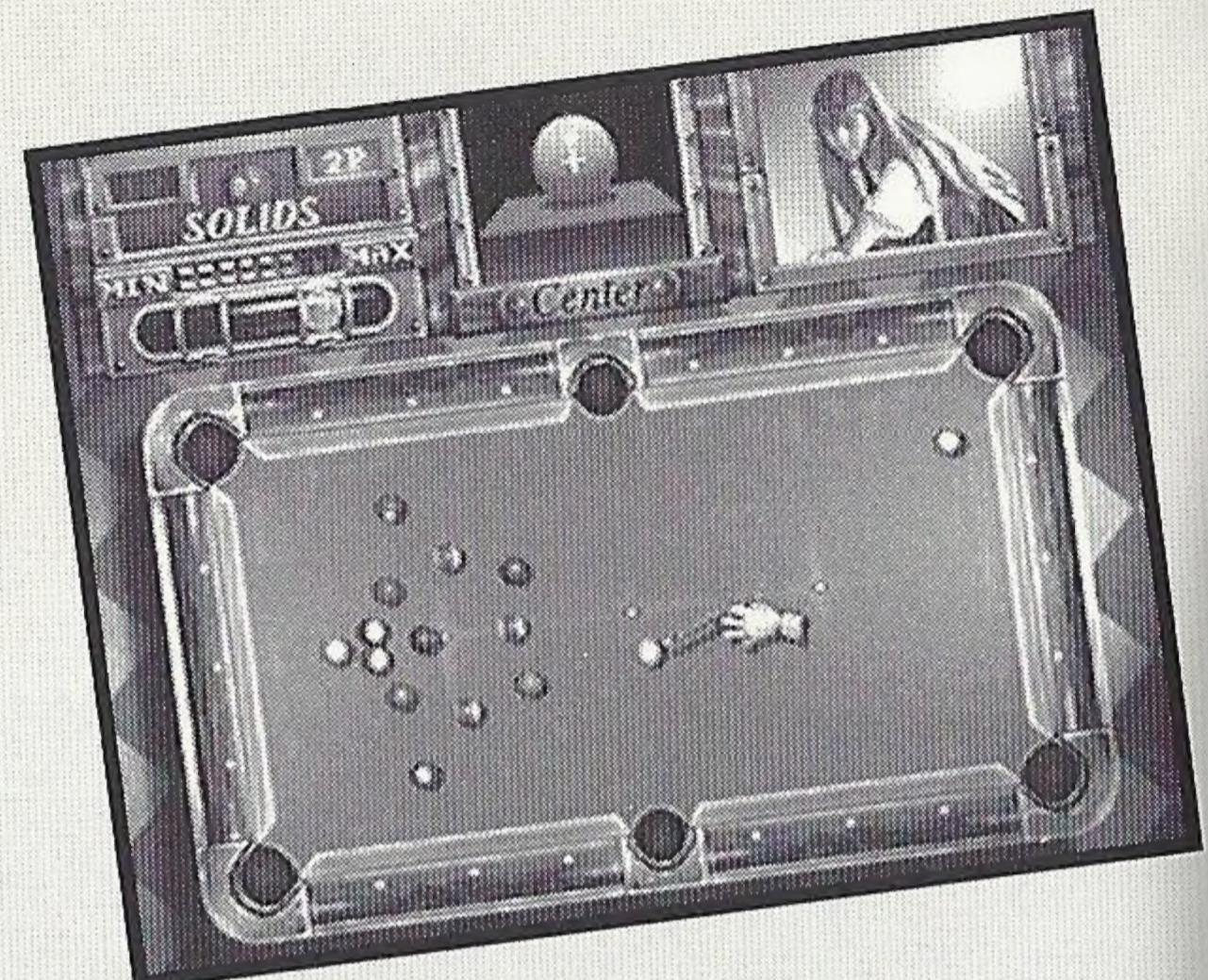
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IT'S TIME TO SETTLE THE SCORE

You think you're pretty good, eh kid?

Well, if you think you stand any chance against the Pool Legend, you've got another thing coming. See, I am the Pool Legend and I'm not planning to give up my hard-earned title any time soon. To be the undisputed master of the game takes skill, finesse and talent. You've got to be the expert at all the games from 9-ball to Rotation. You've got to get your English down and know the difference between masse and follow.

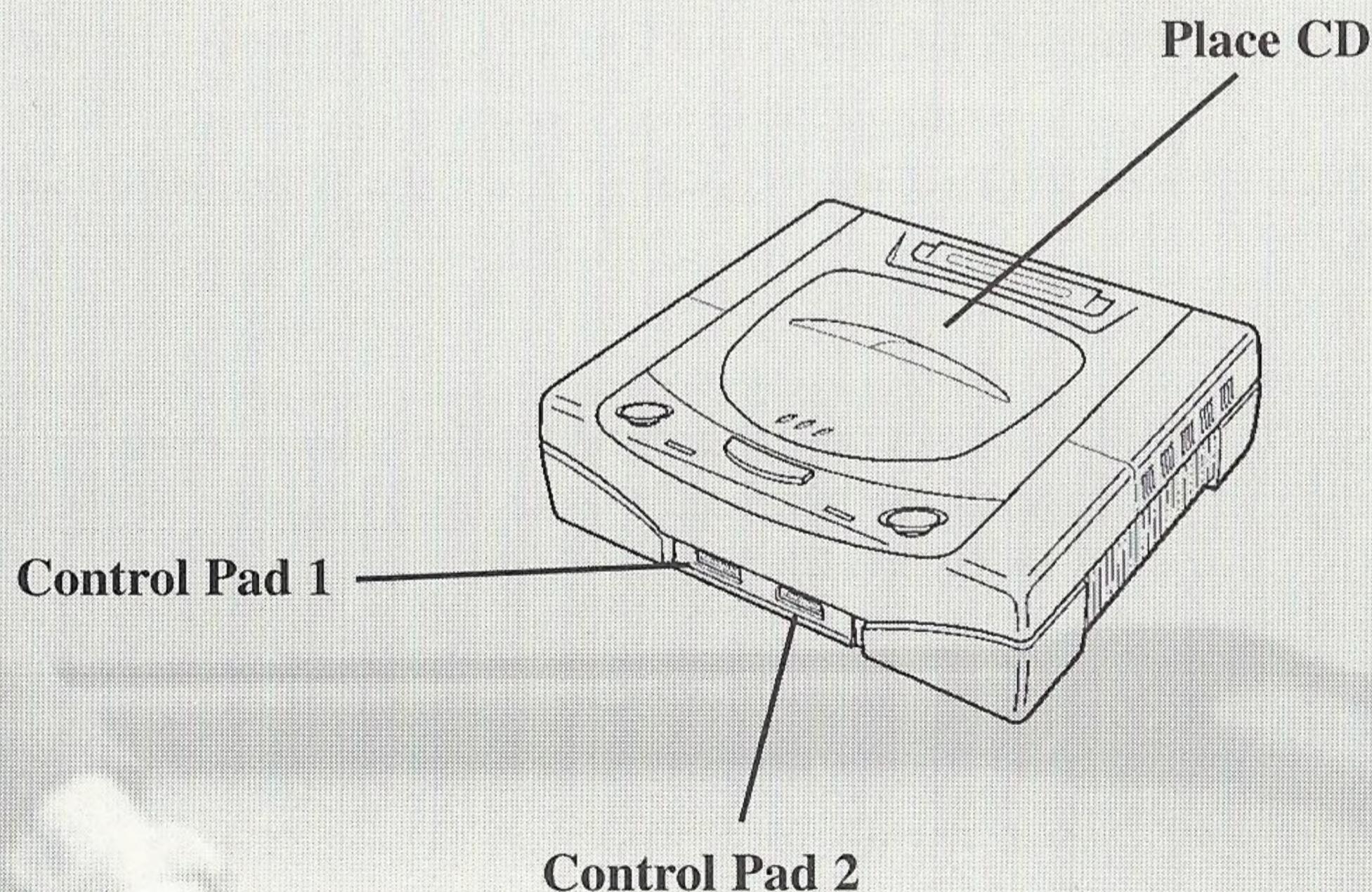


So, before you take on the master, make sure you get some practice. Remember, if you don't play, you can't win, so rack 'em up and get rolling! And let me be the judge of your talent.

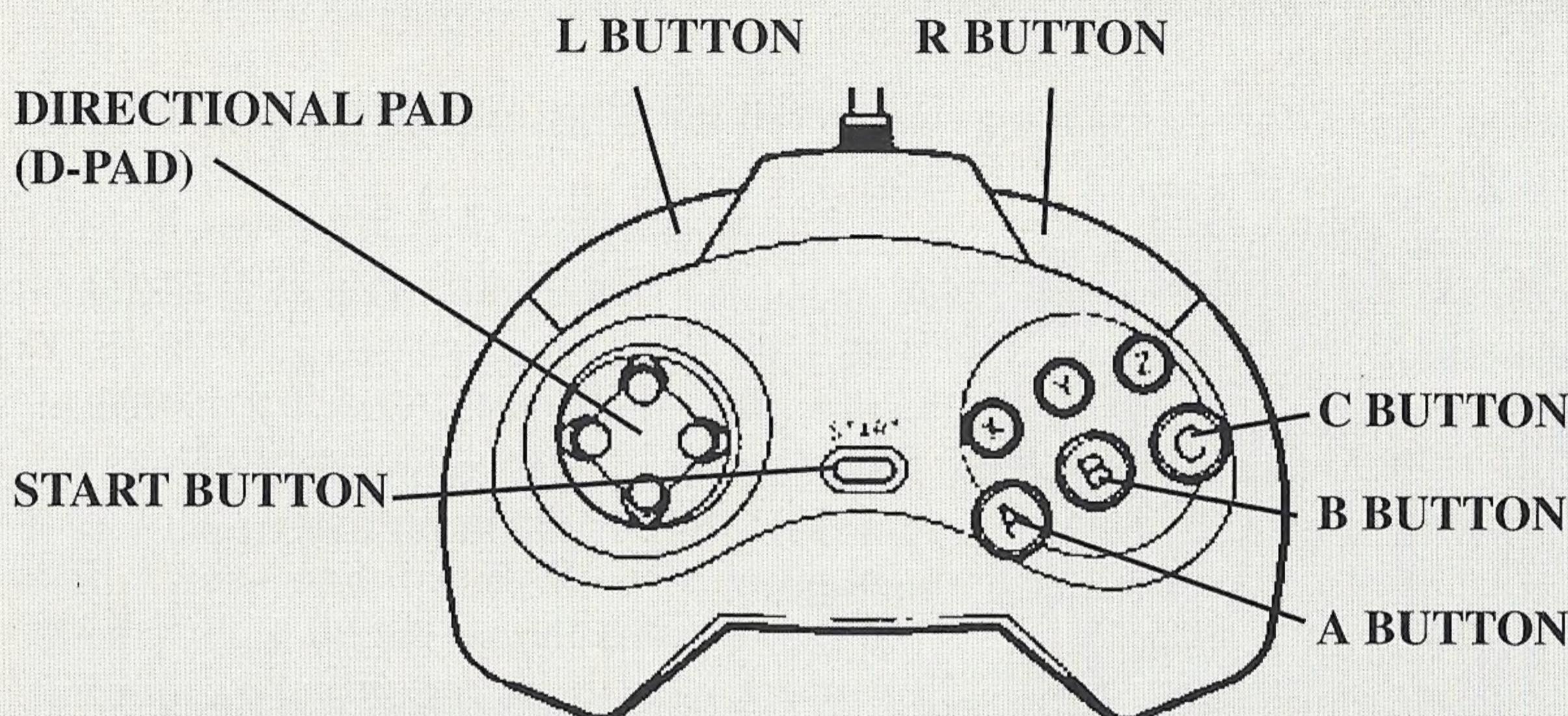
GETTING STARTED

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1 and 2.
2. Place the Pool Legend disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on the screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again).
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control Panel.

IMPORTANT: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



GAME CONTROLS



START Button

Press the START Button during the introduction to view the Main Options menu. Press the START Button again to accept your choice.

During the game, press the START Button to select between the two types of Directional Path Indicators (small or large dots).

D-Pad

Aim the cue ball by pressing UP, DOWN, LEFT or RIGHT to move the dotted Directional Path.

Press UP, DOWN, LEFT or RIGHT while holding down the B Button to select the type of "English."

A Button

Press once to draw back the cue stick and start the Power Meter. Press again to shoot. The strength of your shot is determined by the final position of the spinning coin when you press the A Button the second time.

B Button

Press to toggle between the colored and numbered displays.

Press UP, DOWN, LEFT or RIGHT while holding down the B Button to select the type of "English."

C Button

While the Power Meter is moving, press the C Button to cancel your shot. You must cancel it before you press the A Button a second time, otherwise the shot will be taken.

L-R Buttons

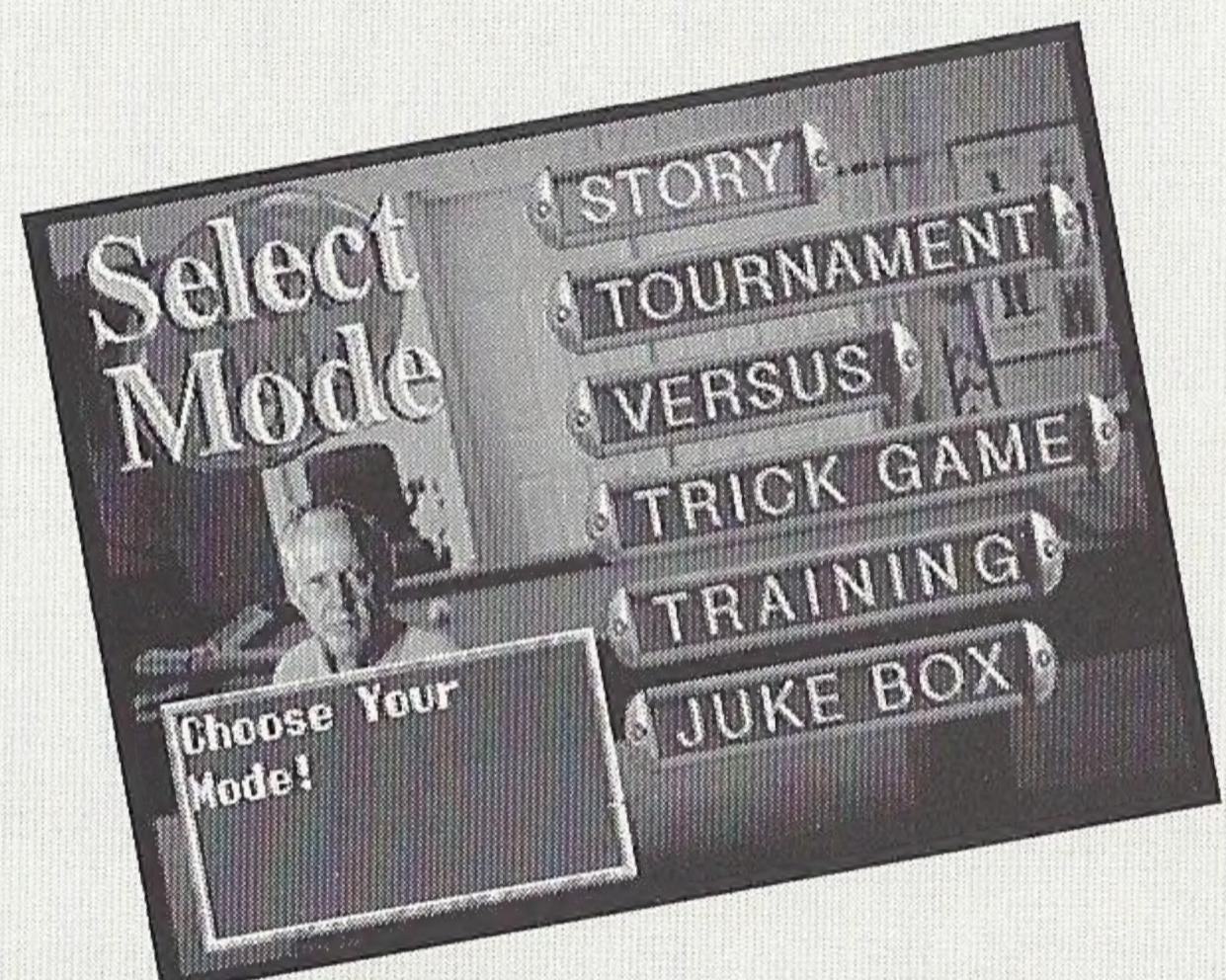
Displays the status of the current player.

SELECT YOUR GAME

1. Press the START Button at the introduction screen to view the Main Options Menu.
2. Press the D Pad UP/DOWN to highlight a selection from the Main Options Menu.

You may choose from the following options:

Story Mode
Tournament Mode
Versus Mode
Trick Game Mode
Training
Jukebox



Press the A Button or the START Button to select an option. Press the C Button to exit and return to the Main Options Menu.

Note:

To select a 2P game, both Control Pads must be plugged in.

JUKEBOX

Press the D-Pad UP/DOWN to scroll through the list of 32 songs. To hear your selection, press the A Button. Press the B Button to stop the song.

To exit the Jukebox and return to the Main Menu, press the C Button.



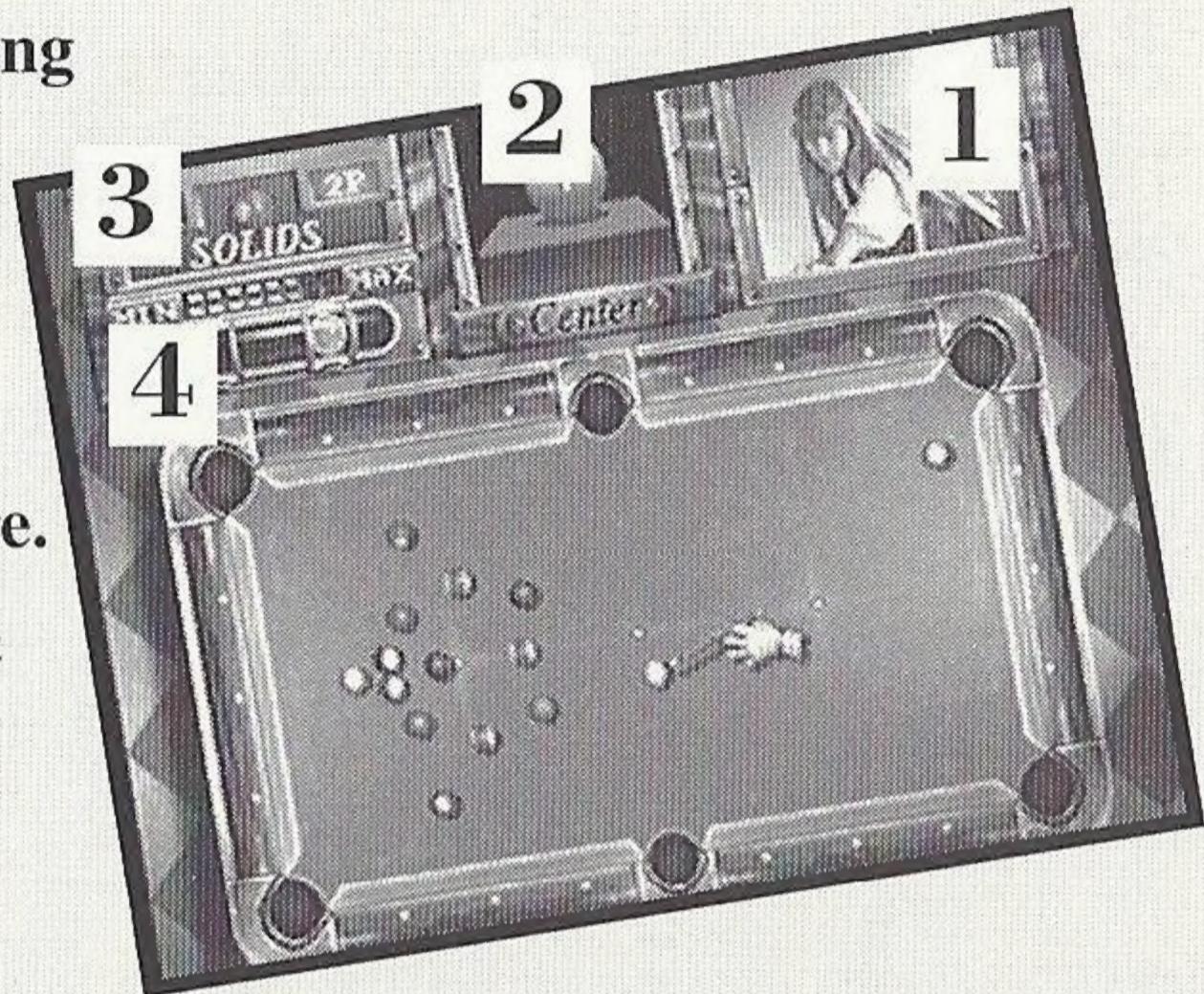
ON THE FELT

In every game mode, you will see the following items on the screen:

(1) Current Player's Name & Score

Displays the current player's name and score.

NOTE: In Cut Throat, the ball order for each player will be shown instead.



(2) English

Hitting the cue ball in different spots is called using "English." English is the type of spin applied to the cue ball. Different types of English may be used to place the cue ball in a good position for your next shot, or to achieve curved or accentuated paths that wouldn't otherwise be possible.

To change the cue ball's English, press and hold the B Button while moving the D-Pad, then you can move the position where your cue will strike the ball.

You may select the following types of English:

CENTER (DEFAULT)

The cue strikes the cue ball dead center. No English is applied.

FOLLOW

The cue strikes the cue ball above center, giving it forward spin. After striking another ball, the cue ball will continue to roll forward. There are three degrees of Follow, each more intense than the previous one.

MASSE

The cue strikes the ball on top with a downward stroke. Used primarily for specialty shots, Masse acts like a very intense draw. If hit hard enough at its greatest level, Masse can also "jump" the cue ball over other balls.

To select, press UP past the highest level of Follow. There are three levels of Masse, each more intense than the previous one.

You can adjust your English in combinations of Draw/Right, Draw/Left, Follow/Right or Follow/Left. The closer you get to the edge of the cue ball, the more intense the English.

JUMP

The cue strikes the ball on top and causes the cue ball to jump over the ball it is being aimed at and strike another ball.

ON THE FELT continued

3) Game Information

Displays what the next ball is, tells the type of table restrictions that you have or shows the player's name.

(4) Power Meter

Indicates how hard you intend to hit the ball. Left is minimum and right is maximum power.

Training Mode

If you want to practice your game before you start playing for real, choose Training from the main menu.

STORY MODE

From the Main Menu, press the A Button or the START Button to select the Story Mode option.

Listen to what Minnesota Fats has to say. He's set up a Tournament for you — and you've got to play the opponents that he selects. If you can beat them, he'll know that you're no rookie and you're good enough to play The Pool Legend.



TOURNAMENT MODE

From the Main Menu, press the A Button or the START Button to select Tournament Mode.

On the Tournament Mode Menu, you will be able to choose the game you want to play. Press the D-Pad UP/DOWN to scroll through the list, then select a game by pressing the A Button.

Choose from:

- Eight Ball
- Nine Ball
- Rotation
- 14.1 Continuous
- One Pocket
- Trophy Case



Playing a Tournament Game

For instructions and rules for each specific game, see the appropriate section in this manual.

Trophy Case

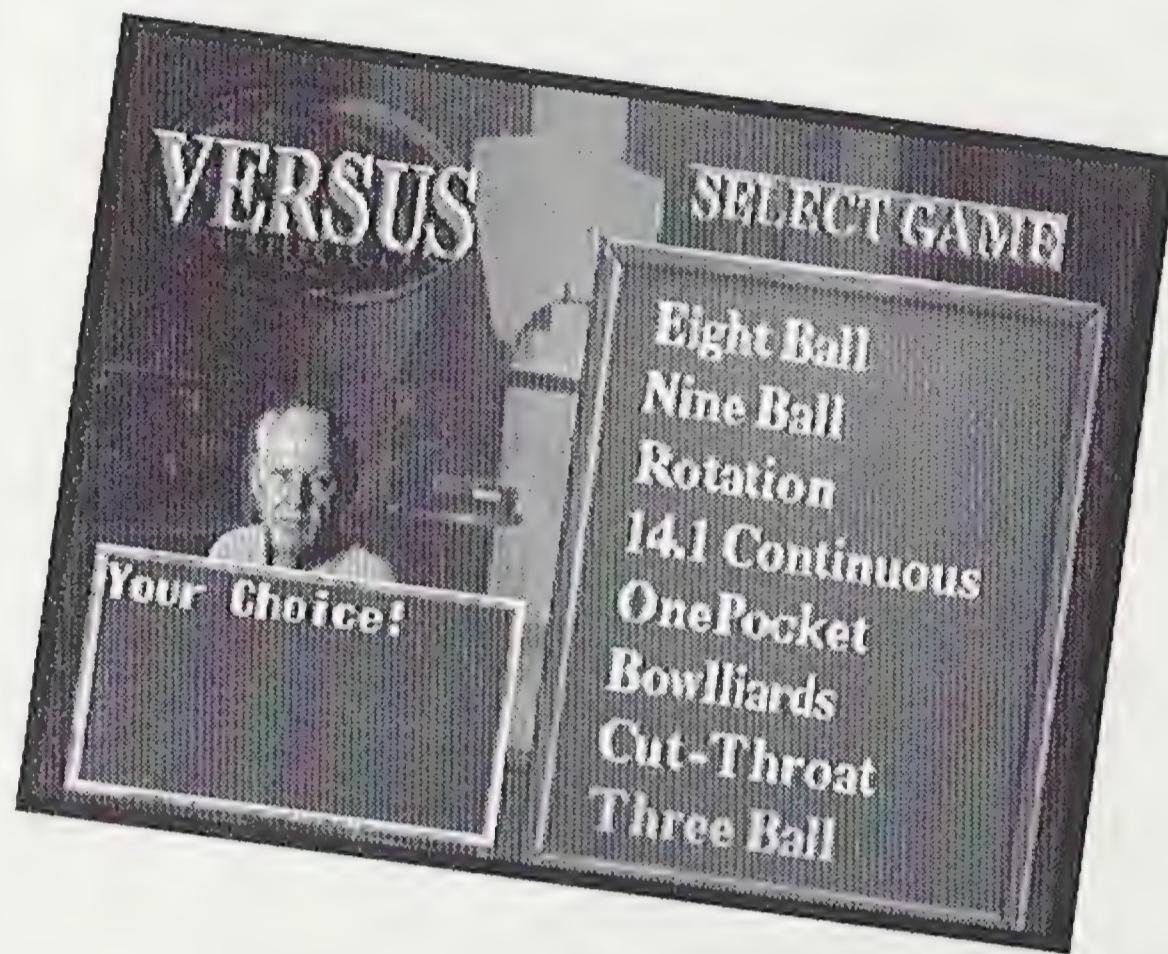
See what you've won so far. Press the C Button to exit.

VERSUS MODE

From the Main Menu, press the A Button or the START Button to select Versus Mode. In the Versus Mode Menu, you will be able to choose a game to play. Press the D-Pad UP/DOWN to scroll through the list, then select a game by pressing the A Button.

Choose from:

- Eight Ball
- Nine Ball
- Rotation
- 14.1 Continuous
- One Pocket
- Bowlliards
- Cut Throat
- Three Ball



NOTE: If you want to play a 2 player game, make sure both Control Pads are plugged in.

Eight Ball, Nine Ball and One Pocket Game Options

Before you start playing Eight Ball, Nine Ball or One Pocket, you must choose your game options. To select the options, press the D-Pad UP/DOWN, then press the A Button to select. Once you have selected an option, press the D-Pad LEFT/RIGHT to choose.

GAME MODE

Choose from Set Tournament (default) or Betting Mode.

PLAYER 1 VS

Play the CPU (default) or play against Player 2 (another human player).

CPU LEVEL

Adjust the level of game difficulty. Choose Easy, Normal (default) or Hard.

MATCH LENGTH

Select to play 1 Set, 3 Sets (default) or 5 Sets.

Press the D-Pad down to Game Start and press the A Button to begin playing.

To exit the Game Menu and return to the Mode Menu, press the C Button.

VERSUS MODE continued

Rotation, 14.1 Continuous, Cut Throat, Bowliards and Three Ball Game Options

Before you start playing Rotation, 14.1 Continuous, Cut Throat or Three Ball, you must select the game options. To select the options, press the D-Pad UP/DOWN, then press the A Button to select. Once you have selected an option, press the D-Pad LEFT/RIGHT to choose.

MODIFY RULES:

Choose Type 1 (novice), Type 2 (house), or Type 3 (regulation).

SELECT OPPONENT:

Press the A Button to scroll through the opponent's photos. Press the B Button to go back.

TOTAL POINTS:

You can determine the maximum total of points.

For Rotation, choose between 60 points, 120 points (default) or 240 points.

For 14.1 Continuous, choose between 15 points, 30 points (default) and 60 points.

For Three Ball, you will play until the table is clear.

BETTING MODE

If you choose Eight Ball, Nine Ball or One Pocket, you can place a wager on your game. The game automatically chooses the amount of the wager and tells you how much cash you have remaining for future bets.

NOTE: You must play a two player game in order to select Betting Mode.

TRICK GAME MODE

From the Main Menu, press the A Button or the START Button to select Trick Game Mode. Press the D-Pad UP/DOWN to scroll through the rows of trick shots.

Press the D-Pad LEFT/RIGHT or UP/DOWN to scroll through the tables.

To start a game, press the A Button.

The controls for Trick Game Mode are the same as for the other game modes.

If you successfully complete the trick, you'll see the words CLEAR written across the table. If you miss, you'll see the words NEXT TIME!



To exit the Trick Game mode, press the C Button.

TRICK GAME HELP
For help with Trick Shots, call
Data East's Help Line at
1-900-454-5HELP.

Must be 18 years of age. Touch tone only.
Call cost based on touch tone input.
\$.85 max. charge

PLAYING EIGHT BALL

Choosing Your Ball Group

You may choose either stripes or solids depending upon which type of ball the first player pockets. The selection is called your ball group. If you pocket two balls at once (one striped and one solid), you must select one of the two types.

After you have legally pocketed your entire ball group, call the 8-ball and pocket it. Even if you fail to sink the 8-ball in the call shot, the game continues. However, if you sink the 8-ball into an uncalled pocket, you automatically lose.

You have scratched when:

- 1) The cue ball is pocketed when shooting the eight ball.
- 2) A ball jumps off the table
- 3) The cue ball fails to hit an object ball or you hit your opponents' ball first.

Penalties

When you scratch, the illegally pocketed ball is replaced on a foot spot or long string. The other player can place the cue ball anywhere behind the head string. You must shoot at balls in front of the headstring.

NOTE: This game does not include the following rules on fouls:

- *After you scratch all pocketed balls are placed on the table .*
- *The game is over when a called shot is missed and goes in the wrong pocket (shooting the eight ball only).*
- *Does not include the penalty for three consecutive fouls.*

Losing the Game

You will lose the game if you pocket the 8-ball before you are finished pocketing your ball group (either stripes or solids).

PLAYING NINE BALL

The Object of Nine Ball

The object of Nine Ball is simple: the player who sinks the 9-Ball into any pocket wins the game.

On each turn, you must hit the lowest numbered ball on the table with the cue ball before hitting any other ball. Any ball can be pocketed on each turn, but the lowest numbered ball must be the first one hit by the cue ball.

Two players “lag” to see who goes first. Each player will press the A Button to choose how hard they wish to hit their cue ball on the table. The object of the lag is to strike your cue ball hard enough to hit the far (foot) cushion and come back to the near (head) cushion without touching it. The player who manages to get their cue ball nearest the head cushion wins the lag and gets to break.

Each time you foul, your opponent gets a Ball In Hand and can place the cue ball anywhere on the table using the D-Pad. Press the A Button to place the ball. Move it using the D-Pad. Players alternate turns after missing a shot.

PLAYING A ONE POCKET GAME

In One Pocket, only two of the six pockets are used for legal scoring. You must select one corner pocket prior to a break shot on the game screen. A legally pocketed ball gives the shooter 1 point.

The Object of One Pocket

The object of One Pocket is to score a total of eight object balls in your selected target pocket before your opponent does.

You must shoot a ball into a called pocket. When the ball is pocketed in a non-targeted pocket, the ball is spotted on a foot spot or long string and a turn is changed.

When you pocket two balls, one into a targeted pocket and one into a non-targeted one, the illegally pocketed ball is placed on the table after the last shot. If you pocket all the balls on the table, you can place the illegally pocketed ball on the table and continue.

If you pocket your opponent's ball by mistake, your opponent scores. If you let your opponent score 8 points this way, your opponent wins.

Fouls

You have committed a foul when:

- 1) The cue ball scratches.**
- 2) A ball jumps off the table.**
- 3) The cue ball fails to hit any ball.**

Penalties

When you commit a foul, the illegal balls are placed on a foot spot or long string and you lose your turn. The incoming player may place the cue ball anywhere behind the head string prior to his shot.

PLAYING A ROTATION GAME

In Rotation, on each shot, the cue ball must strike the lowest-numbered object ball first and any ball pocketed on a legal shot counts. You do not need to call either balls or pockets.

The Object of Rotation

The object of Rotation is to score more points than your opponent. Each legally pocketed object ball has a point value equal to its number. You can choose from 60, 120 or 240 total points.

Fouls

You have committed a foul when:

- 1) The cue ball scratches.**
- 2) A ball jumps off the table.**
- 3) The cue ball fails to hit any ball.**
- 4) You fail to hit lowest numbered object ball first.**

Penalties

There is no point penalty for committing a foul. When you commit a foul, the illegal balls are placed on a foot spot or long string and you lose your turn. The incoming player may place the cue ball anywhere behind the head string (in the kitchen) prior to his shot.

PLAYING A 14.1 CONTINUOUS GAME

The Object of 14.1 Continuous

In the 14.1 Continuous game, each legally pocketed object ball is worth one point and you must call a ball and a pocket for every shot. Only call-shots are used.

If you sink a ball in a non-targeted pocket, the ball is spotted (not scored) and your turn ends. The player who scores the pre-determined point total for a game (15, 30 or 60 points) prior to his opponent wins the game.

Rules

- 1) You must call a ball and a pocket.
- 2) Illegally pocketed balls are spotted on the foot spot and a turn is changed.
- 3) When you sink both illegal and legally pocketed balls at the same time, you score on all balls pocketed.

Fouls

You have committed a foul when:

- 1) The cue ball scratches.
- 2) A ball jumps off the table.
- 3) The cue ball fails to hit any ball.

Penalties

When you commit a foul, the illegally pocketed ball is replaced on the foot spot. You lose your turn and the other player can place the cue ball anywhere behind the head string.

NOTE: This game does not include the penalty for three consecutive fouls.

PLAYING A CUT THROAT GAME

Cut Throat, or “Elimination,” is a fast-paced game for three players (2 human players and the CPU) or 1 human player and 2 CPU players with simple rules.

Note:

To select a 2P game, both Control Pads must be plugged in.

The Object of Cut Throat

The object of Cut Throat is to pocket your opponents’ balls before your opponents pocket your balls.

The starting player is assigned balls 1-5, the second player is assigned balls 6-10 and the third player is assigned balls 11-15. Your ball group has no point value. The player with a ball on the table when all the other groups are pocketed, wins the game.

The starting player must make an open break and all balls pocketed on a legal break remain pocketed.

Rules

- 1) You can shoot and sink your own balls for positioning and strategy purposes.
- 2) The cue ball can strike an opponent’s object ball to be a legal shot.
- 3) When your entire ball group has been pocketed, you are eliminated from the game.

Fouls

You have committed a foul when you scratch with the cue ball or the ball jumps off the table.

Penalties

If you commit a foul, your turn ends.

Note: Once eliminated you cannot re-enter the game.

PLAYING A THREE BALL GAME

In the Three Ball Game, a winner is determined when all three balls with the lowest score are legally pocketed with the fewest shots.

Except for the opening break, shooting a ball in any pocket scores one point.

Fouls

When you foul, you are penalized four points.

You have committed a foul when:

- 1) The cue ball scratches.**
- 2) A ball jumps off the table.**
- 3) The cue ball fails to hit any ball.**

When you foul, the illegal balls are placed on the foot spot and you continue play.

Safe play and general billiard rules are used such as player change.

PLAYING BOWLIARDS

In Bowliards, a winner is determined when a player has a higher point total in the predetermined number of frames.

Each legally pocketed ball is scored as one point regardless of ball number.

Fouls

When you foul, you are penalized one point. Illegal balls are placed on the foot spot and you continue to play.

GLOSSARY

BALL IN HAND: When a player fouls during a 9-ball game, the opposing player is able to set up his next shot by placing the cue ball anywhere on the table.

BREAK: The opening shot of a game; used to break up the rack of balls.

CAROM: Also called a “kiss.” The called ball hits either the cushion or another object ball, then goes into the pocket.

CUE STICK: The long wooden stick used to hit the cue ball.

CUSHION: The padded sides of a billiards table.

FOOT CUSHION: The padded side of the table away from the side of the break.

FOOT SPOT: Where the balls are racked and penalty balls are placed.

FOUL: An infraction of the rules of play.

HEAD CUSHION: The padded side of the table on the side of the break.

OBJECT BALL: One of the colored balls on the table.

LAG: A shoot-off between players to see who will break. The player whose cue ball stops closest to the head cushion is awarded the break.

RACK: The triangular plastic or wooden frame in which the balls are placed in preparation for a break.

SCRATCH: Sinking the cue ball or missing the required object ball.

STROKE: Hitting the cue ball with the cue stick.

THE KITCHEN: Behind the head string or where you place the cue after a scratch.

NOTES

A TOP-OFF-THE-LINE SIGNED BY

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HOW TO WIN:

On or about April 10, 1996, a winner will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization or household.

NOTIFICATION: WINNER WILL BE ANNOUNCED IN EGM AND SEGA VISIONS!

The winner will be notified by telephone on or about April 10, 1996. By accepting the prize, the winner consents to the use of the winner's name, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.

PRIZES:

Grand prize: The Crown Jewel, a Meucci Original Cue Stick autographed by Minnesota Fats. 1 First Prize: a Meucci "Crown Royal" Cue Stick. 7 Second Prizes: Meucci Cue Sticks. 4 Third Prizes: a cue ball autographed by the great Minnesota Fats. Estimated value of prizes is \$4500.00.

GENERAL CONDITIONS:

Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winner. The prize is non-transferable.

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WINNER LIST:

For a list of the winners, send a self-addressed stamped envelope to MEUCCI SWEEPSTAKES, c/o DATA EAST USA, INC., 1850 Little Orchard Street, San Jose, CA 95125. This list will become available on or about April 10, 1996.

UPCOMING THE SEGA



DEFCONTM
5

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SHATTERED LANDS



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8



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(type GO DATA-EAST).

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